Quizz1b student name:

1(10): without option part, normally what will be the size of the header of IP packet? how to get to the data part in IP packet giving a pointer to the beginning of a IP packet? (you need ip header graph.3.2 IP protocol).

2(5) what is TTL in IP header? what is the uses of TTL and how to use it ?

3: (5) is there limit length of IP packet? What is that and the reason?

4(5) What is IP fragmentations? What cause that?

5(10): among IP fragments for one big IP packet, what part is really fragmented? Among all those ip fragments, what do they have in common?

6(10) how to design attacks according to the method of fragmentation( 2-3 examples)?

7(10) what is ICMP stands for? How many purpose of ICMP? What is ping’s purpose?

8: (10)what are the types of ping ICMP in our lab1 (lecture code)? What are they? How to set it ?

9: (10) explain what is Spoof ICMP ECHO request in our lab1? what you need to do to achieve it(pseudo code should work here) and how to test your work?

10: (10): what is our snoof in lab1? what do you need to do in order to achieve snoof(action sequence)? what is the difference between spoof in this task and spoof in the previous task?(spoof ICMP Echo request). How to test your spoof?

11: (5) What are those lines of codes doing below? In sniff or spoof do you need access source or destination address, why?

char Buffer[length];

struct ipheader \* ip = (struct ipheader\*)buffer ;

ip->iph\_sourceip.s\_addr = inet.addr(SRC\_IP);

ip->iph.destip.s\_addr = inet.addr(DES\_IP);

12(10): how to get TCP header length?? How to move \*tcp(beginning of the tcp) to the data part?